APPENDIX:

PARA units have the following TYPE vs TYPE values

US	TANK	BMP	ARTLY	KATSH	ENG
PARA	2	2	4	4	1

RUSSIAN	PARA
TANK	−3
BMP	−2
ARTLY	−10
KATSH	−10
ENG	−2

PARA units are included with TANK, BMP and APC units in the artillery exceptions and will lose only 1 efficiency and/or 1 strength point if in DEFN, SUPPRT, NORM or FIRE mode.

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WHEN SUPERPOWERS COLLIDE

RDF 1985™

The second scenario of the Superpowers series

RULE BOOK SUPPLEMENT
(READ GERMANY 1985 RULES FIRST)

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STRATEGIC SIMULATIONS INC

1.0 INTRODUCTION

RDF 1985 is the second of four scenarios of the WHEN SUPERPOWERS COLLIDE series. The GERMANY 1985 rules cover the game system in depth while these scenario rules will outline the flow of the game, concentrating on any changes or additions to the master rules.

RDF 1985 is a battalion level simulation between US and Russian forces in Saudi Arabia on the Persian gulf. A 39 × 28 hexagonal grid map representing 2.5 miles per hex is used to regulate movement and resolve conflict. Each turn represents four hours of real time with night requiring two turns. A Terrain Effects Table (see 4.4) summarizes how the features on the map affect movement and combat of the units. Tables (see APPENDIX) have been provided to explain the combat systems, although the computer automatically calculates, displays and implements combat results as they occur. Only legal moves will be displayed and accepted, so the details involved in movement and combat could be studied as play proceeds, with the player(s) consulting the rules as the need arises.

2.0 GETTING STARTED

When first starting this game it is suggested that the sample turn be followed and the keys on the game information card examined.

2.1 UNIT TYPES

In addition to the normal unit types the US player has PARA units. There are no airstrike markers in RDF '85.
NAVAL symbols are used to indicate the US naval task force.

PARA UNIT NAVAL UNIT

2.2 STARTING UP

Insert the disk in drive #1 and turn on the computer. Users without Autostart will have to boot the disk manually. Apple III owners must first go into Apple II emulation mode. Once the disk has been booted the menu will appear, listing the game options.

2.3 GAME MENU

When the game menu appears the player(s) can decide on options by hitting the keys 0-9 (or the 'E' key). Words appearing in INVERSE are in effect. That is, the computer is initially set up in SOLITAIRE, LEVEL 1, with the computer playing the RUSSIAN forces.

By selecting the DEMONSTRATION and hitting the space bar the player(s) can watch the computer play itself until the space bar is hit again.

Once the options have been selected play is started by hitting the space bar.

The sample turn demonstrates the setting up of one game.

2.4 COMMAND KEYS

All keys active in GERMANY 1985 are in use with the following additions:

GLOBAL keys can be used while the computer is moving with the **ESC** key halting movement until another key is hit. If the EXPOSED option is in effect all GLOBAL keys will operate but if the HIDDEN option is used the **P** and **D** keys cannot be used. If the computer pauses when a GLOBAL key is hit play can be restarted by hitting the space bar.

2.5 SAMPLE TURN

When the game meny appears hit **3** twice. This instructs the computer to play with reduced RUSSIAN forces and play with all units exposed. Hit the space bar to start play. The US drop zones will be randomly placed by the computer. When the map is drawn and the flashing cursor appears you may move around the map by using the movement keys **1** to **6**. Hit **ESC** to enter the movement phase and the nearest PARA unit will begin flashing. By hitting **L** (for leave) you can cycle round the six PARA units under your control.

Hit **c/A** (**A** with the control key held down) and the air power screen will appear. Hit **2** to allocate two air superiority points. The number on the second line indicates the number of Tactical Air Strikes that are available to you this turn. Hit the space bar to return to the PARA unit.

reproduced or translated or reduced to any electrical medium or

Hit the **L** key until you are on a unit that is within three hexes of a RUSSIAN unit (you may have to move one of the PARA units) and then hit **O** (for order), **S** (for support fire) and all RUSSIAN units within three hexes will be exposed to a US airstrike.

You can now move the PARA units (using the movement keys **1** to **6**) and attack RUSSIAN forces by moving next to them, or take airfields by moving into them. When each PARA unit finishes its movement phase the next will become available for movement.

After all units have been moved the flashing cursor will once again appear.

To finish your turn hit **c/E** followed by **E**. The computer will now move the RUSSIAN forces, then land your next group of PARA units and you will be able to begin turn 2.

2.6 GERMANY ERRATA

By hitting **E** the instructions to upgrade a GERMANY 1985 disk to version 1.3 will appear.

It will be necessary to clip a **write enable** hole in the side of the Germany 1985 disk before the update takes place, otherwise the error sound will occur and you will be advised to try again.

As with any copy operation care should be taken in updating the disk. The update allows the use of GLOBAL keys while the computer is operating, as well as correcting some minor errors that were in the original version.

3.0 SEQUENCE

The US player has the option in the GAME MENU to allocate parachute drop zones (by hitting **9**), and the computer will pause before play begins and request the US player to enter each drop zone by positioning the cursor and hitting **RETURN**. Otherwise the computer will automatically allocate the drop zones.

The airdrops arrive on the following turns:

Drop one — turn 1
Drop two — turn 1
Drop three — turn 2
Drop four — turn 3
Drop five — turn 4

Airdrops may not be allocated to the far left third of the map.

These drops may be delayed if the RUSSIAN player has air superiority.

PARA units appear exposed even if the HIDDEN option has been used.

The initial RUSSIAN units are always placed by the computer before play starts.

The game can be saved at any time by hitting **c/B** and following instructions.

The game will end on the 20th, 21st or 22nd RUSSIAN turn. The US player always moves first.

4.0 MOVEMENT

The movement screen only uses a SMOKE marker, as mines and nuclear contamination are not used in this scenario.

4.1 MOVEMENT POINTS

PARA units have a maximum movement allowance of 15 MP's and NAVAL units have a maximum movement allowance of 10 MP's.

4.2 MODE CHANGE

RIVER mode is illegal for all units.

NAVAL units are always in TRANS mode and will change mode, without cost, when landed (see 4.12).

4.3 MODES

ENGINEER battalions can reorganize.

4.4 TERRAIN

Oilfields, villages, towns and airfields can be owned by either side and count toward the victory conditions. These hexes are Russian owned at the start of the game and the symbols change slightly when the US player moves into them. Owned hexes will change when an enemy unit enters them and may change any number of times in the course of the game.

The following types of terrain are used in this game:

TERRAIN	MP'S	SIGHT DIST.	COMBAT BONUS
L. ROUGH	3	3	2
ROUGH	4	2	3
OASIS	4	2	2
SABKHAH	4	3	1
VILLAGE	3	3	2
TOWN	4	2	3
OILFIELD	3	3	1
DESERT	3	3	1
SEA	1	5	1

SABKHAH is a type of salt flat found in this region. OASIS terrain also refers to cultivated land.

Airfields and numbered hexes are treated as desert hexes for movement and combat purposes.

Units in TRANS mode can only travel through town, village and airfield hexes or through hexes connected by road or trail hexsides (exception: units in TRANS mode cannot move through an enemy owned hex at any time).

Any unit in TRANS mode pays 1 MP per hex.

AIRCV units pay 1 MP per hex in any terrain.

In addition it costs:

+2 MP's to enter a smoked hex.

+1 MP for each SEU (+2 if in TRANS mode).

+1 MP if the unit is in TRANS mode and the opponent has air superiority.

4.5 ORDER PHASE

NAVAL units may not be given orders using the **c/O** option, i.e. they may only be moved manually.

4.6 HIDDEN MOVEMENT

NAVAL units may not be hidden.

4.7 SIGHTING

Sighting is treated as in GERMANY 1985 although the distances have been changed to reflect the different scale and terrain.

4.8 DELAYED MOVE

When a unit moves to attack in a delayed movement phase the computer uses its judgement as to whether an attack is wise and may direct the unit to abort the attack, fire on a unit or even attack another unit that presents a more attractive target. Units in FIRE mode will always fire on the hex that the triggering unit is in.

4.9 THE 'L' KEY

A player may choose to cycle round all active units by hitting **c/L** or cycle round a division by hitting **c/D**. At the beginning of a player-turn the computer sets the divisional cycle.

4.10 MOVEMENT RESTRICTIONS

AIRCV units cannot enter enemy owned oilfield, village, town or airfield hexes.

NAVAL units may not land on enemy owned or occupied town or village hexes.

PARA units cannot enter the first three columns on the left hand side of the map.

4.11 NIGHT MOVEMENT

Sighting distances are reduced to 2 hexes at night and the terrain appears white. The terrain can be returned to color by hitting the GLOBAL key **B**.

4.12 NAVAL UNITS

During the game a US naval task force will arrive and can be moved to the coastline where, once landed, it can join the battle.

A naval unit can move but may not engage in combat, change mode, use the order phase or be used to supply supporting fire.

To land a naval unit it must end its movement phase adjacent to a coastal hex. At the beginning of its next movement phase it will be able to move onshore at no cost but at a reduced movement allowance. Only at the beginning of its move will a unit have the option of landing. Once the unit has moved one hex at sea it may not land until its next movement phase.

When a naval unit lands it changes mode to NORM, or FIRE if it is an artillery unit, without the usual mode change costs and may then be moved normally that player turn.

Naval units may not land on enemy occupied hexes or enemy owned village or town hexes.

Movement will be affected by RUSSIAN air superiority as all naval units are assumed to be in TRANS mode for movement purposes.

Naval units may be engaged by the RUSSIAN forces across a coast hexside but may not initiate such combat.

Naval units cannot retreat but will instead suffer additional losses.

5.0 ZONES OF INFLUENCE

All movement and combat is affected by the presence of nearby friendly and enemy units.

6.0 COMBAT

Combat takes place when a friendly unit moves next to an enemy unit or uses the **c/C** key. Combat is then calculated and the results applied. Naval units may not retreat if attacked across a coast hexside but will instead suffer additional damage.

Naval units may not initiate combat.

7.0 ARTILLERY

PARA units along with BDM, TANK and APC units suffer reduced losses from artillery fire if in DEFN, SUPPRT, NORM or FIRE mode. This means that they will only suffer a loss of 1 efficiency point if the firing unit has moved or changed mode and 1 efficiency plus 1 strength point if the firing unit has not moved or changed mode. If the unit being fired on has zero efficiency it will take additional strength point losses.

8.0 AIR POWER

In RDF 1985 it is only necessary to allocate strategic air superiority points. The Tactical Air Points are determined by the computer at the beginning of a turn and may be called down as supporting fire at any time during that player-turn.

8.1 AIR SUPERIORITY

By hitting **c/A** a player may allocate a number of strategic air points to air superiority.

The US player has air superiority during the first two turns.

The RUSSIAN player starts the game with no spare air superiority points and it will take the first five or six turns before they build up to a level to challenge the US force.

The rate at which spare air points become available to the RUSSIAN player is slower than for the US player.

8.2 TACTICAL AIR STRIKES

At the beginning of each Player-turn the computer determines the number of Tactical Air Points to be used that turn. The US player receives between 2 and 7 points while the RUSSIAN player receives 0 to 5 points.

These strikes may be used at any point on the map and are called in by a unit using the support fire option.

Airstrike fire is preceded by an identifying sound so that it may be distinguished from ordinary artillery used in a support fire action. By hitting **c/A** a player can see how many airstrikes remain for that player-turn.

If the enemy player has air superiority then no tactical air strikes will be available.

9.0 MINES/NUCLEAR OPTION

There are no mines or nuclear weapons in RDF 1985.

10.0 REINFORCEMENTS

During the course of the game both sides will receive reinforcements. The RUSSIAN reinforcements will arrive at designated hexes (see chart) at specific times.

PARA units will arrive within 3 hexes of their designated drop zones. They will not land on Russian owned hexes. If the RUSSIAN player has air superiority all air units will be delayed one turn. If there is insufficient space the landing of some units could be aborted and the error sound will occur. This will only happen if a drop zone is poorly placed, e.g. if it is placed at sea.

Airlanding units will land at friendly held airfields starting on turn 7. Normal stacking limits apply and a maximum of 2 units will arrive at any airfield. At night this stacking restriction is reduced to 1 unit on any airfield. Units already on airfields at the start of the turn will hinder the arrival of these reinforcements. RUSSIAN air superiority will delay all airlanding reinforcements for one turn.

11.0 REORGANIZATION

In addition to the normal rules the US player may use a friendly airfield instead of its HQ (whichever is choser) for reorganization purposes.

12.0 BRIDGING

There is no bridging in this scenario and the Engineer units have no special abilities.

13.0 SAVING THE GAME

The game may be saved on a disk that is initialized using the GERMANY system (hit **c/B** and follow instructions). All scenarios of the SUPERPOWER series may be saved on the same disk although only saved games appearing in NORMAL in the catalog may be loaded. Saved games appearing in INVERSE are from other scenarios.

14.0 SOLITAIRE

When the computer is playing solitaire it has enhanced powers of reorganization and increased airpower to compensate it against an intelligent opponent. It is advisable therefore to avoid a battle of attrition but rather concentrate on sharp attacks that are designed to eliminate enemy units.

Playing the RUSSIAN forces on LEVEL 1 is probably close to the Pentagon view on this conflict, while playing the US forces on LEVEL 1 is probably closer to the truth.

In the two player option it is usually better if one player leaves the room, as it allows the phasing player to exercise the full number of options such as hidden movement.

15.0 SCENARIOS

RDF 1985 is the second of four scenarios of the WHEN SUPERPOWERS COLLIDE series.

15.1 VICTORY CONDITIONS

Players are awarded points for occupying certain hexes and for destroying enemy units. The following points are awarded:

+1 for each eliminated enemy unit
(units exited from the board do not count)
+1 for each oilfield hex owned
+2 for each town & village owned
+4 for each airfield hex owned

The player with the highest score is the winner.

A player scores a decisive victory by exceeding the opponent's score by ten or more.

16.0 BASIC TACTICS

RDF 1985 is a battle of airfields and oilwells. Both must be taken and held if victory is to be attained.

On the first day the US units have the advantage and generally will be unopposed by the Russian units that are already in the area. The airpower advantage combined with the fighting advantage of the PARA units makes any serious Russian attack unwise. On the second day the Russian and US buildup continues and the Russian player can probe the US defenses and make selected attacks. On the third and fourth days both sides must fight hard for every inch of ground if victory is to go their way. The Russians have the advantage in units but the US player has airpower and superior fighting units to hold back any attack.

17.0 DESIGNER'S NOTES

Following the declaration of war in Europe the fragile peace in the Middle East ended. RUSSIAN forces were immediately dispatched to 'stabilize' the region and deny the use of oil supplies to the NATO forces. The US had anticipated this action and immediately dispatched the Rapid Deployment Force to Saudi Arabia to take and hold air and naval facilities until reinforcements could be bought in from the United States. A naval task force had been positioned in the Indian Ocean to aid in this task.

Each scenario of the SUPERPOWERS series looks at the continuation of this conflict with BALTIC ending with the option of using nuclear weapons.

18.0 ACKNOWLEDGEMENTS

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19.0 CREDITS

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Customized Disk Operating System — Keating Computer Services P/L
Art and Graphic Design — Louis Saekow and Kevin Heney
Typesetting — Abra Type
Printing — A&a Printers and Lithographers

WHEN SUPERPOWERS COLLIDE **RDF 1985**

Reinforcement Schedule

USSR

AT START
2 (1) TANK
3 (1) BMP
1 ARTY
1 RATSH
1 HQ

TURN 3
R5 2 (1) TANK
2 BMP
1 ARTY

TURN 4
R4 1 (1) TANK
R5 1 TANK
(1) RATSH
1 ENGIN

TURN 7
R2 1 TANK
2 (1) BMP

TURN 9
R2 1 (1) BMP
1 ARTY
1 RATSH
1 ENGIN
R3 1 TANK
1 HQ

TURN 11
R4 2 TANK
1 ENGIN
R5 2 TANK
2 BMP

TURN 12
R3 2 TANK
2 BMP
(1) ARTY
R5 1 (1) ENGIN

NATO

AT START
AIR DROP #1 3 INF
AIR DROP #2 3 INF

TURN 2
AIR DROP #3 2 (1) INF
1 ENGIN
1 HQ

TURN 3
AIR DROP #4 2 (1) INF

TURN 4
AIR DROP #5 2 (1) INF

TURN 7
R1 1 AIRCV
AIRFIELD 4 (1) APC
1 ENGIN

TURN 8
AIRFIELD 3 APC
1 (1) SPG
1 HQ

TURN 9
AIRFIELD 4 (1) APC
1 SPG
R1 1 AIRCV

TURN 12
NAVAL 3 (1) TANK
3 APC
1 ENGIN
(1) SPG
1 HQ

TURN 13
NAVAL 2 (1) TANK
1 (1) APC
2 SPG

TURN 14
NAVAL 2 TANK
1 APC
1 SPG

( ) = Reinforcements which only arrive when side is given Reinforced Divisions.

WHEN SUPERPOWERS COLLIDE

RDF 1985

Reinforcement Schedule

USSR

AT START
2 (1) TANK
3 (1) BMP
1 ARTLY
1 KATSH
1 HQ

TURN 3
R5 2 (1) TANK
2 BMP
1 ARTLY

TURN 4
R4 1 (1) TANK
R5 1 TANK
(1) KATSH
1 ENGIN

TURN 7
R2 1 TANK
2 (1) BMP

TURN 8
R3 (1) TANK
3 BMP
1 (1) ARTLY
1 HQ

TURN 9
R2 1 (1) BMP
2 ARTLY
1 KATSH
1 ENGIN
R5 1 TANK
2 BMP

TURN 11
R4 3 TANK
2 BMP
R5 (1) TANK
1 BMP

TURN 12
R4 3 TANK
2 BMP
(1) ARTLY
R5 1 (1) TANK

TURN 13
R4 (1) TANK
3 ARTLY
1 KATSH
R5 1 TANK
1 ENGIN
1 HQ

TURN 14
R2 1 (1) BMP
2 ARTLY
R5 1 TANK
1 (1) BMP

TURN 15
R2 1 (1) TANK
2 BMP
R5 2 BMP
1 KATSH
1 HQ

NATO

AT START
AIR DROP #1 3 INF
AIR DROP #2 3 INF

TURN 2
AIR DROP #3 2 (1) INF
1 ENGIN
1 HQ

TURN 3
AIR DROP #4 2 (1) INF

TURN 4
AIR DROP #5 2 (1) INF

TURN 7
R1 1 AIRCV
AIRFIELD 4 (1) APC
1 ENGIN

TURN 8
AIRFIELD 3 APC
1 (1) SPG
1 HQ

TURN 9
AIRFIELD 4 (1) APC
1 SPG
R1 1 AIRCV

TURN 12
NAVAL 3 (1) TANK
3 APC
1 ENGIN
(1) SPG
1 HQ

TURN 13
NAVAL 2 (1) TANK
1 (1) APC
2 SPG

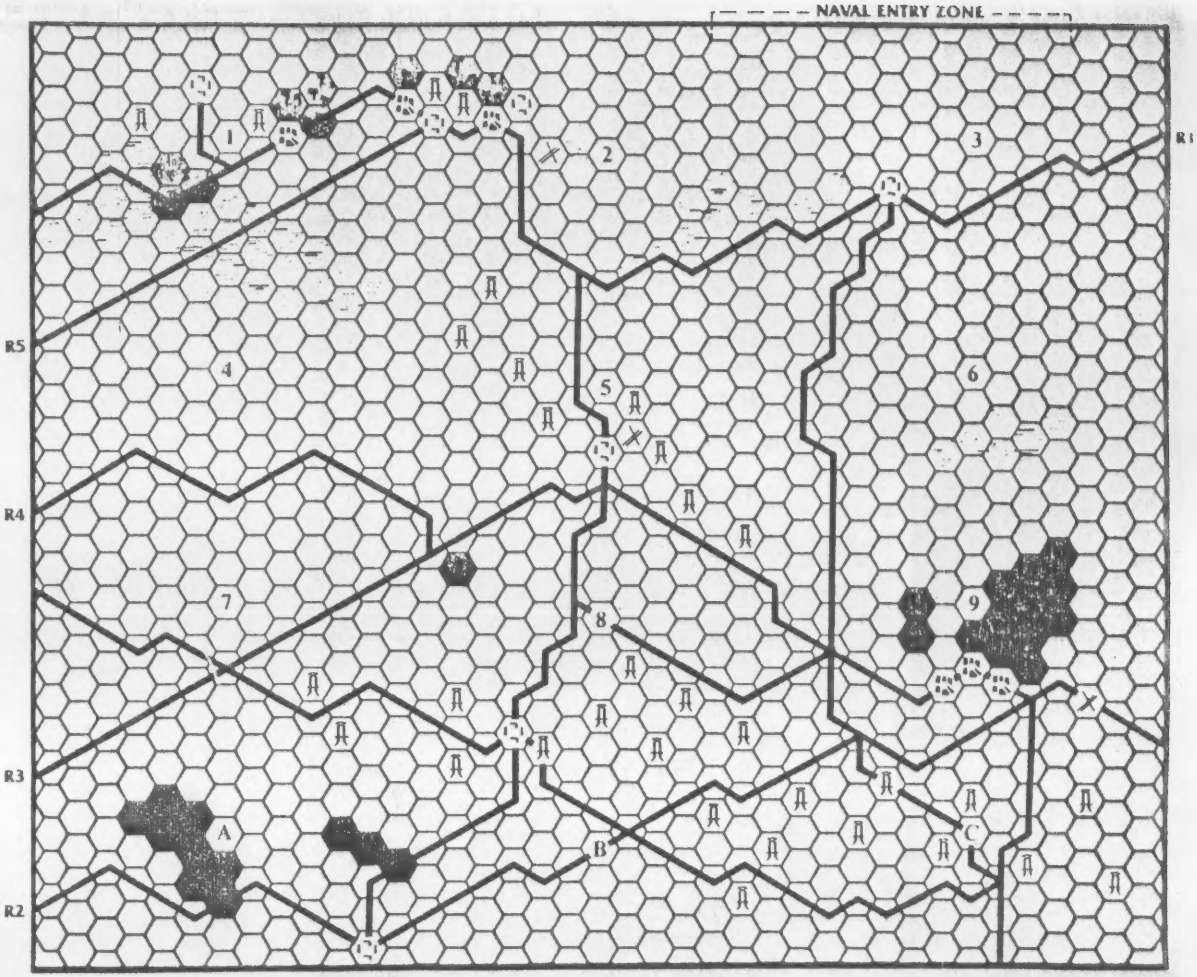
TURN 14
NAVAL 2 TANK
1 APC
1 SPG

( ) = Reinforcements which only arrive when side is given Reinforced Divisions.

WHEN SUPERPOWERS COLLIDE

RDF 1985

TERRAIN KEY

- Desert
- Light Rough
- Rough
- Sabkhah
- Oasis
- Persian Gulf
- Village
- Town
- Oilfield
- Airport
- Road
- B — Label (Open)
- R5 — Reinforcement Entry Hex

North